


Camp Manatoc Instructional schedule 2010

9:00 AM	10:00 AM	11:00 AM	12:00 PM	2:30 PM	7:30 PM
T-2-1 Trailblazer - Block I		T-2-1 Trailblazer - Block II		Astronomy	Fishing (Monday and Tuesday)
Archery (2 Hours)		Archery (2 Hours)		Climbing	Hiking (Monday and Tuesday)
Environmental Science (2 Hours)		Environmental Science (2 Hours)		Instructional Swim	GPS Training (Tuesday and Thursday)
Canoeing (2 Hours)		Small Boat Sailing (2 Hours)		Medicine	Mammals (Monday, Tuesday and Thursday)
Pioneering (2 Hours)		Lifesaving (2 Hours)		Weather	<i>Many requirements to Rank advancement and Merit Badges may be completed in the Campsite. Contact your leaders.</i>
Entrepreneurship (2 Hours - Monday Only)		Entrepreneurship (2 Hours - Monday Only)		Entrepreneurship (2:30 - 5:00 Monday only)	
Rifle Shooting (2 Hours)		Rifle Shooting (2 Hours)			
Shotgun Shooting (2 Hours)		Shotgun Shooting (2 Hours)			
Metalworking		Metalworking		<p>Merit Badges Done on an Individual Basis</p> <p>Most Handicraft badges and a few of the Nature badges are unscheduled. Scouts meet with the counselor to set convenient times.</p> <p>Bird Study, Geology, and Insect Study are at the Nature Hut.</p> <p>BOY SCOUTS OF AMERICA ★ 100 YEARS OF SCOUTING</p>  <p>CELEBRATING THE ADVENTURE ★ CONTINUING THE JOURNEY</p>	
Cycling	Cycling	Orienteering (2 Hours)			
Geology	Motorboating (14yrs)	Cycling	Space Exploration		
Fish and Wildlife Management	Soil and Water Conservation	Oceanography	Forestry		
Camping	Camping	Reptile and Amphibian Study	Personal Fitness		
Climbing	Climbing	Rowing	Motorboating		
Emergency Preparedness	Wilderness Survival	Climbing	Climbing		
Swimming	Swimming	Emergency Preparedness	Wood Carving		
Basketry	Wood Carving	Sculpture	Leatherworking		
American Heritage	Leatherwork	American Heritage			
Rowing		Wilderness Survival			

Handicraft is located in the vicinity of the Trading Post
Nature Hut is in Forester Lodge

Special Events

Tuesday 1:45pm - Brotherhood Review

Thursday 8:30am - Leader Breakfast

Thursday 7:30pm - Adult Shotgun Shootout